

DDEP10-02

ADMINISTRATIVE GUIDANCE

This Epic consists of three parts preceded by a Call to Action. Each part has a strict time limit with a hard stop until it's time for the whole group to move forward. Be sure to keep a close eye on time and ensure your DMs do the same. This chart should help:

Section Change	Starts After	Time from Start
Kaskur's Return	+10 minutes	10 mins.
Proceed to Part 1	+10 minutes	20 mins.
Proceed to Part 2	+60 minutes	1 hr. 20 mins.
Far Realm Effects 1	+20 minutes	1 hr. 40 mins.
Far Realm Effects 2	+20 minutes	2 hrs.
Proceed to Part 3	+20 minutes	2 hrs. 20 mins.
Proceed to Wrap-Up	+60 minutes	3 hrs. 20 mins.

There's a read-aloud portion at the beginning of each section to update the players as the action moves along. The administrator reads these boxed text sections, as well as encouraging DMs to start their timers for that section.

CALL TO ACTION—KASKUR'S RETURN

Ten minutes after the Epic begins, the administrator reads the following:

Kaskur Spearsong, the towering goliath hunter, strides into the hall from the northern entrance, a bone-chilling breeze creeping in behind him. A squad of hide-clad goliaths follows behind, a small band of four remaining in his company as the others retire to their camps. Kaskur stops near the center of the hall, scowling as he leans upon his seven-foot-tall hunting bow.

The hunter and the chieftain exchange an uncomfortable stare before Old Goat's expression turns to one of surprise and concern. Looking beyond their stern demeanors, Kaskur and his hunters are battered, wounded, and exhausted.

CALL TO ACTION—PROCEED TO PART 1

At the end of the Call to Action, the administrator reads the following:

Kaskur and his hunter escort disband, each off to greet their loved ones or find a place to rest. Tensions quickly subside in the main hall and Old Goat sits back in her chair, visibly relieved. "Now to the matter of our missing hunters . . ." she says, determined.

Old Goat's next sentence is drowned out by a shrill cry of terror that echoes throughout the halls. The sound is quickly followed by chilling screams emanating from all directions. The temperature shifts to an unnatural cold and the colors around you become muted.

Old Goat leaps from her chair, holding her greataxe aloft. "To arms!" she shouts. "The enemy is within!"

PART 1—AREA ASSIGNMENTS

There are four separate areas where the first encounter can be run, which subsequently lead into where each table begins **part 2**. It's recommended you assign at least one table to each area and divide the remaining tables evenly.

If there are only a handful of tables or a situation prevents assignments, either:

- Let each group decide where they go; or
- Let the DM or an admin determine a group's location randomly using the following table below.

d4	Location
1	Goat-Ball Court (area W2)
2	The Crawl (area W4)
3	Main Hall (area W5)
4	Feasting Cave (area W7)

ADMINISTRATOR TIP—TABLE AID

If the administrator notices a table has wrapped up their section early and looks bored, the administrator may decide to keep the action going for players at that table by granting each player the chance to help another table of heroes. The player could move to another table, their character offering an Attack action, the use of a consumable item such as a potion, or to cast a single-action spell as a "heroic cameo appearance."

Before assisting, these players should ask the table if they need help, and the player should move on if the table says they don't need the aid. After helping once in this way (and giving high fives and kind words to the table they visited), the player should return to their own table and await further instructions.

Once each group arrives at their assigned location the administrator reads the following:

A smear of blood mixed with black ichor stains the wall next to where a group of Kaskur's hunters are doubled over in anguish. The echoing sounds of rending flesh and twisting bone can be heard above the startled screams of those in the chamber, as bodies of the returned hunters transform into twisted, fearsome monstrosities.

PART 1—PROCEED TO PART 2

At the end of part 1, the administrator reads the following:

Shouts of terror and confusion continue to ring throughout the halls of Wyrmdoom Crag as more creatures from the Far Realm emerge. The strange distortions in the air expand, morphing the region into a hideous, alien reflection of itself. It's only a matter of time before the Far Realm overruns Wyrmdoom Crag and consumes the innocent Thuunlakalaga goliaths trapped within.

PART 2—LOST GOLIATHS

Each table assigns a party captain who calls out or raises their hand to report whenever a goliath is consumed by the tentacled maws in their area. Once reported, inform the room that the area has lost a goliath, using the following:

The tentacled maw has consumed a goliath in [use area name]!

The areas' names are as follows:

- Goat-Ball Court (**area W2**)
- The Crawl (**area W4**)
- Main Hall (**area W5**)
- Feasting Cave (**area W7**)

PART 2—FAR REALM EFFECTS

Two major events during the encounter produce effects from the expanding Far Realm. At the **20-minute mark** and the **40-minute mark**, reads the following:

Giant globs of mucus spew from the tentacled maw as it coughs and burps. It takes a deep breath of air then belches horrendously, expelling a grotesquely deformed goliath head.

From the Border Ethereal, the Far Realm jelly heaves and pulsates, creating a 10-foot-tall wave of glowing jelly. Suddenly, it pushes forward into the Material Plane and crashes down, expanding the jelly's radius by 5 feet.

PART 2—PROCEED TO PART 3

After 60 minutes, an administrator reads the following:

The environment shifts back to normal. The remaining Far Realm creatures and elements in the room explode, their bodies transforming into masses of tiny pink globules that fly about chaotically, exiting the room and collecting near the entrance to Wyrmdoom Crag. The globules crash into the dragon skeleton outside, covering it in a glowing, pink goo.

SCORING PART 2

Use the scoring section provided below to record the results on the handout received from each tier 3 table. If more than half the tier 3 tables (rounding down) didn't extinguish the jelly (by reducing its radius to 0), one of the following penalties is imposed on all groups **at the start of part 3**. You may select the penalty or determine it randomly.

After an effect is chosen, announce it to the room before **part 3** begins so DMs are aware which effect to apply:

Distorted Time: Residual Far Realm energy distorts time for all non-Aberrations. Each non-Aberration begins part 3 under the effects of a *slow* spell. At the end of each of its turns, the creature can make a DC 15 Wisdom saving throw, ending the effect on itself on a success.

Elemental Surge: A wave of elemental energy fills the caverns. Each non-Aberration must make a DC 15 Dexterity saving throw. On a failed save, it takes 21 (6d6) lightning damage and is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned.

Far Realm Transformation: A wave of purple light fills the area. Each non-Aberration must succeed on a DC 15 Constitution saving throw or transform into a gooey mass of eyes and teeth (resembling a gibbering moulder) until the end of its **second** turn. While in this state, the creature can't speak, it has disadvantage on attack rolls, saving throws, and ability checks, and its speed is halved.

PART 3—BEAST OF OBLIVION

When this section starts, an administrator reads the following:

The dragon skeleton rises, the pink, aberrant slime spreading over its bones to form ash-colored flesh and scales. Rows of eyes and fanged maws emerge along the sides of its body, surrounded by dozens of spiked tentacles. As it raises its head high, many more heads burst from its torso. Its mouths open in unison and unleash an unholy roar.

Old Goat raises her greataxe and shouts a battle cry. "Surround the beast! It must fall before it grows stronger!"

WANDERING MONSTER

During **part 3, Kaskur Spearsong Thuunlakalaga** wanders from table to table, staying for a single round of combat at each table until he's reduced to 0 hit points. His stat block and information can be found in **admin appendix A**.

PART 3—PROCEED TO WRAP-UP

When this section begins, an administrator reads the following:

Upon Kaskur's defeat, he falls to the ground, back in his true form—though grievously wounded. The weird wyrm lashes out in pain and anger. One of its tentacles falls toward Old Goat, who was fighting alongside you. Seeing the chieftain in danger, Kaskur summons his last bit of strength and shoves her out the way just as the massive tentacle crashes down. The force slams Old Goat against a nearby rock. The chieftain, horribly wounded, looks upon her surviving clanmates before she expires, her eyes consumed with sadness for the uncertainty of her clan's future.

As she passes, one last aberration roars from the entrance to the caves and rushes at you, only to be felled by an immense, black-fletched arrow. Tracing the arrow's trajectory, you see the silhouette of Suuk One-Feather Thuunlakalaga, the clan's fiercest and wisest hunter, standing on a nearby ridge.

THREE TABLES OR LESS?

If you're running this adventure for one, two, or three tables, use following modifications:

- Each room without a table assigned to it counts as a success for **part 2**.
- The Wandering Monster visits each table only once. If there's only one table, the DM takes on the role of Kaskur, and he leaves combat entirely after 1 round.

RUNNING THIS ONLINE?

For online play, additional guidance can be found in **admin appendix B**.

SCORING

Group #

Total # of Tables

Jelly Defeated?

Yes / No

Yes / No

Yes / No

Yes / No

of Jelly Defeated

ADMIN APPENDIX A: WANDERING MONSTER

PLAYING A GREAT WANDERING MONSTER

The role of a wandering monster is fun and rewarding for an Epic administrator. Your visit can add a wonderful flavor to your event. Please consider the following tips on running a wandering monster with panache:

Make Your Visit Memorable. Take the physical posture of your monster. Speak in their voice, as you best envision it. Consider adding a few cosplay items, if not an entire cosplay, to round out your presentation.

Be Descriptive. Instead of attacking with a spear, drive it toward a hero's chest. Instead of moving, bound across the battlefield.

Don't Just Attack Every Time. You have a huge range of actions available to you. Instead of an attack, consider breaking something. It may be more fun for players if you instead grapple a hero in one hand before slamming them into another adventurer—or into the ground. Make whatever you do novel, unbelievably cool, and descriptive. Your players will thank you for it.

KASKUR (KASS-KERR) SPEARSONG THUUNLAKALAGA

Goliath warrior

This headstrong and impetuous goliath leads the clan's hunters. He's grown angry and frustrated at the lack of game in the area, and he resents Old Goat's "poor leadership" for a lack of solutions. He wields a longbow taller than most humans and claims he once felled an elk from a half mile away. He wears little in the way of clothing, even in the driving wind—a feat that's earned him the respect of his fellow hunters.

What They Want. Kaskur has grown tired of Old Goat's personal fears preventing an alliance with the goliaths of Skytower Shelter. He views her as weak and her ideas as outdated, especially when Kugan Windwhisper (Feral-Tongue)—who Kaskur views as even weaker than Old Goat—is involved. He wants to usurp control of the clan for himself.

Words Are Wasted Wind. Kaskur doesn't have a negotiator's tongue; he's terse and speaks his mind without hesitation. Despite this, he's experienced and knows the area better than any of his peers.

KASKUR SPEARSONG

THUUNLAKALAGA

Medium Aberration, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +8, Wis +5

Skills Perception +5

Damage Immunities lightning, psychic, radiant

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Longbow Expert. Being within 5 feet of a hostile creature doesn't impose disadvantage on Kaskur's ranged attack rolls. Kaskur's Starry Longbow deals an additional die of damage when he hits with it (already included).

Radiant Blood. A creature within 5 feet of Kaskur takes 22 (4d10) radiant damage whenever it hits Kaskur with a melee attack that deals piercing or slashing damage.

ACTIONS

Starry Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 14 (4d6) radiant damage, and the creature must succeed on a DC 17 Wisdom saving throw or be blinded until the end of its next turn.

SONG OF SPEARS

During an Epic event, apply the following adjustments to the **Kaskur Spearsong Thuunlakalaga** stat block:

Hit Points Increase Kaskur's hit points by 30 for each table playing the Epic (the event staff will have this number).

Reduced Draw. Kaskur deals half damage to tier 2 characters.

Shower of Stars. Kaskur makes a Starry Longbow attack against each character.

ADMIN APPENDIX B:

ADJUSTMENTS FOR ONLINE PLAY

Online play of Dungeons & Dragons has been popular for some time. However, with the growth of helpful technologies including teleconferencing software allowing voice and even face-to-face interaction, and the development of virtual tabletops (VTTs), play of D&D is hopping online. A player who joins one of several online communities can find games happening 24 hours a day locally—or with players around the globe!

DDEP10-02 *A Song of Spears* is written with online play options available. Certain aspects of the adventure will work well as written, others will not. Adventurers League-legal adjustments help facilitate play for online groups and conventions.

HOW MANY COPIES DO I NEED?

Unlike *Epics of the Past*, DDEP10-02 *A Song of Spears* is available on the DMs Guild upon its release. As such, it should be treated as other non-Epic adventures. Each DM should have a copy of the adventure purchased for them. This can be done by the DMs themselves, or by the admin or convention. Failing to do so breaks the core rules of Adventurers League and could result in invalidation of the event for players, as well as possible discontinuation of Adventurers League support for the convention and its team.

ADJUSTMENTS

The following sections cover Adventurers League-legal adjustments to the adventure when running it online. These adjustments aren't valid for in-person play.

BEFORE THE EVENT

The following adjustments are recommended at this time:

- Create an “Admin Table” in your teleconferencing software, allowing DMs (not players) to report their results. Alternately, DMs can deliver their table's results via SMS or email, if communicated clearly in advance of the event.
- Ideally, DMs should purchase or be presented their own copy of the Epic two weeks in advance, so they can prepare the adventure on their VTT of choice. Some events limit the VTT DMs can choose, but in our experience, allowing each DM to decide the platform for their table increases accessibility for players.

CALL TO ACTION: CONTRITION

The following adjustments are recommended at this time:

- The admin-read boxed text should be read by the DM instead.

PART 1: HERALDS FROM THE BEYOND

The following adjustments are recommended at this time:

- The admin-read boxed text should be read by the DM instead.
- The group can choose their own area assignment, or the DM can determine it randomly.
- Results should be reported to the admins by each DM in the manner decided by the team (see “Before the Event,” above).

PART 2: WHEN WORLDS COLLIDE

The following adjustments are recommended at this time:

- The admin-read boxed text should be read by the DM instead.
- Tier 2 groups don't need to announce when a goliath is consumed.
- Lost Goliath Effects are ignored.
- Results should be reported to the admins by each DM in the manner decided by the team (see “Before the Event,” above). Results must be compiled before DMs can start the next section.

PART 3: EVICTION

The following adjustments are recommended at this time:

- The admin-read boxed text should be read by the DM instead.
- If a Far Realm effect occurs due to failure to push back the jelly in part 2, the DM can choose the effect or determine it randomly at the start of part 3.
- Rather than having a roaming admin play the part of Kaskur as described in **appendix A**, each DM should run the encounter for their table over the course of 1 round.

WRAP-UP: THE FALLING STAR

The following adjustments are recommended at this time:

- The admin-read boxed text should be read by the DM instead.